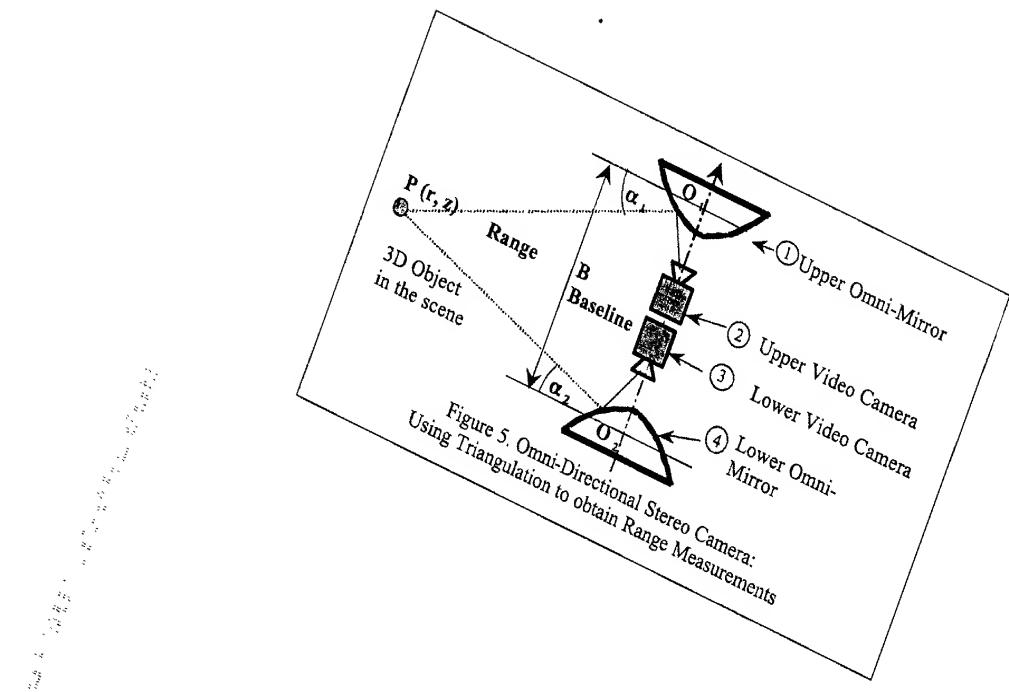


Figure 4. Acquire Omni-Directional Image from the OMNI-Mirror: A video camera placed at location C can “see” objects in an entire hemisphere FOV, from a single virtual viewpoint at mirror’s focal center O.



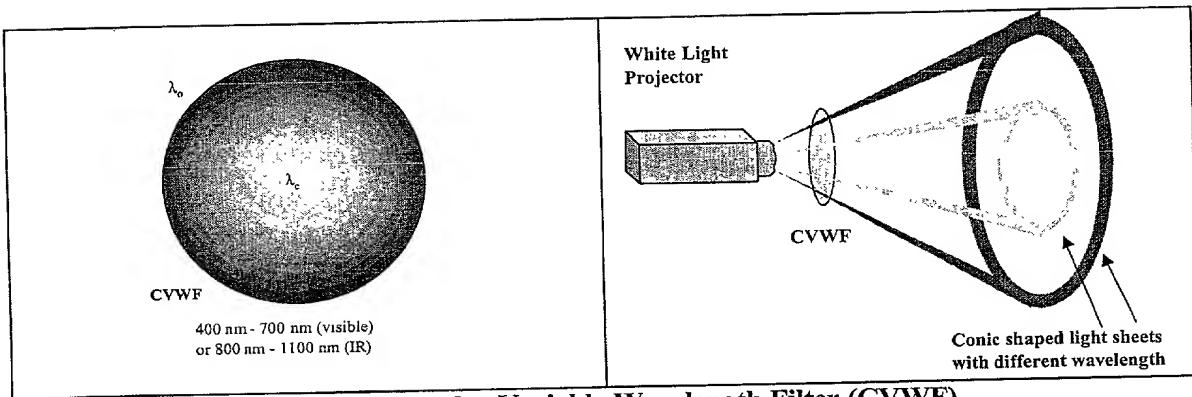
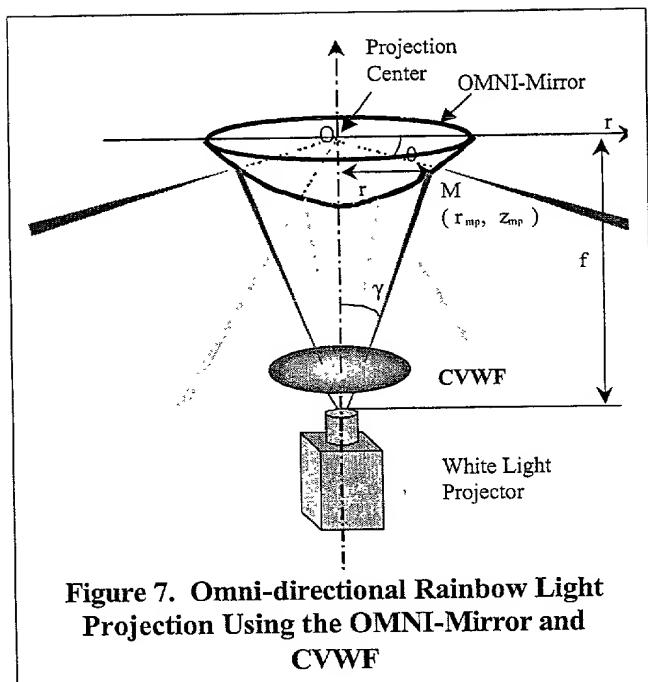


Figure 6. Circular Variable Wavelength Filter (CVWF)



**Figure 7. Omni-directional Rainbow Light Projection Using the OMNI-Mirror and CVWF**

